

Meetings

15th of November:- 1 hour

Discuss Project Ideas and Design. Outlined how the program was going to be structured and explored interface ideas.

18th of November:- 1 hour

Divide the Project into tasks. Some implementation of code was done before hand. Hashim set to work on Community Chest and Chance. Matt set to work Players, Milto worked on main game.

21st of November:- 4 hours

Play Monopoly to better understand the rules and the challenges of implementing a Monopoly Game

23rd of November:- 30 mins

Discuss our progress and simplifying the game. Decided to use Agile method, implement a basic working Game and add rules later depending on time.

26th of November:- 1 hour

Discuss how Cards and Player classes work and how they will be integrated to the rest of the program.

28th of November:- 1.5 hours

Major code restructuring was discussed here. It was decided we would split the code into a set of 'managers'. Discuss what's left on and divide documentation work

2nd of December:- 30 mins

Approaching the deadline, discuss the progress of writing the documentation. Only a few bits left on coding.

5th of December:- 2 hour

Merge the documentation files. Proofread and printing.